

FIG. 1

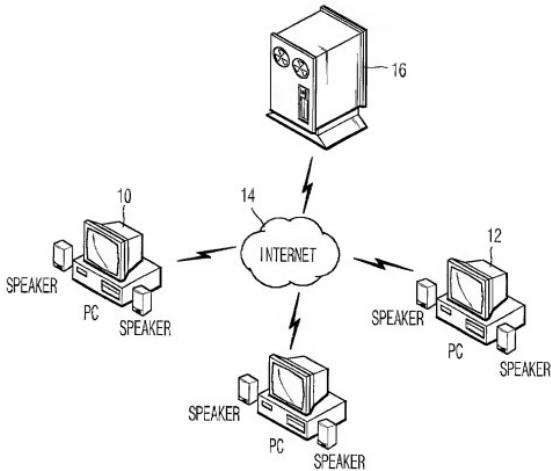


FIG. 2

RECEIVE TEXT MESSAGE BLOCK
DECODE TEXT MESSAGE TRANSMISSION BLOCK
DISPLAY TEXT MESSAGE
SEARCH SENDER'S OWN TONE INFORMATION
TEXT-TO-SPEECH CONVERTER
AUDIO MESSAGE
COMPUTE RELATIVE POSITION VALUE (X,Y,Z) OF SENDER
SEARCH CURRENT ENVIRONMENT OF SENDER (CAVE, CONCERT HALL, LIVING ROOM, FOREST, ETC.)
CONVERT TEXT MESSAGE INTO 3D STEREOFONIC SOUND
3D AUDIO MESSAGE
ADD SOUND EFFECT ACCORDING TO ENVIRONMENT (CAVE, LIVING ROOM, ETC.)
3D AUDIO MESSAGE WITH SOUND EFFECT ADDED
TO SPEAKER

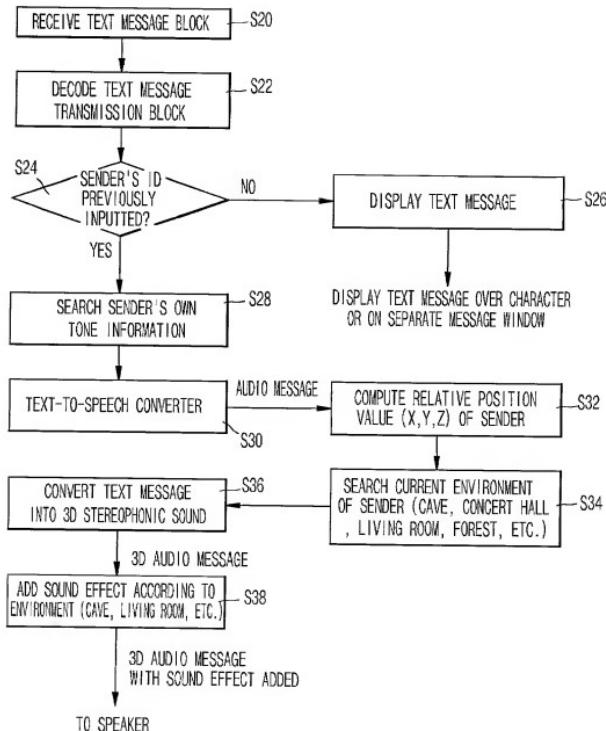


FIG. 3

